## SNIPER FIRING TABLE III STATIONARY AND MOVING KNOWN DISTANCE TARGETS M24--LIMITED VISIBILITY (AN/PVS-10)

For use of this form, see FM 3-22.10; the proponent agency is TRADOC.

		For use o	of this form, see Fi	vi 3-22.10; the pro	ponent agency	IS TRADUC.
EXERCISE	NUMBER (CHECK	ONE)	QUAL 1 QUAL 2			QUAL 3
SNIPER NAME			LANE			DATE (YYYYMMDD)
SPOTTER NAME			UNIT			WEATHER/VISIBILITY
OI OTTER NAME			S.W.			
SCORING (	CHART					RATING CALCULATOR
	The sniper fires on the sniper's hits an			ne trainer marks a	all of	
					$\neg$	TOTAL HITS x 5 = TOTAL POINTS:
	RANGE (M)	TYPE <sup>a</sup>	нітѕ	MISSES		
	300	S				
	300	M				
	300	М				
	300	S				RATING SCALE
	300	М				
	300	М				
	300	S				70 TO 100 TOTAL POINTS = PASS
	300	М				
	300	М				0 TO 65 TOTAL POINTS = FAIL
	300	S				
	400	S				
	400	М				LEGEND
	400	М				LEGEND
	400	S				a. "S" means the target is stationary;
	400	М				"M" means it is moving.
	400	М				b. Sniper School only: Sniper initials
	400	S				below to acknowledge that -
	400	М				o He has received mentoring on
	400	М				performance.
	400	S				
TOTAL HITS						o He has been given the opportunity to choose a new spotter.
TRAINER'S INITIALS DATE (Y			YYMMDD)	SNIPER	'S INITIALS b	DATE (YYYYMMDD)